MOBILE SUIT GUNDAM™

GUNDAM VS. ZETA GUNDAM™

TEEN
T
CONTENT RATED BY ESRB

BANDAI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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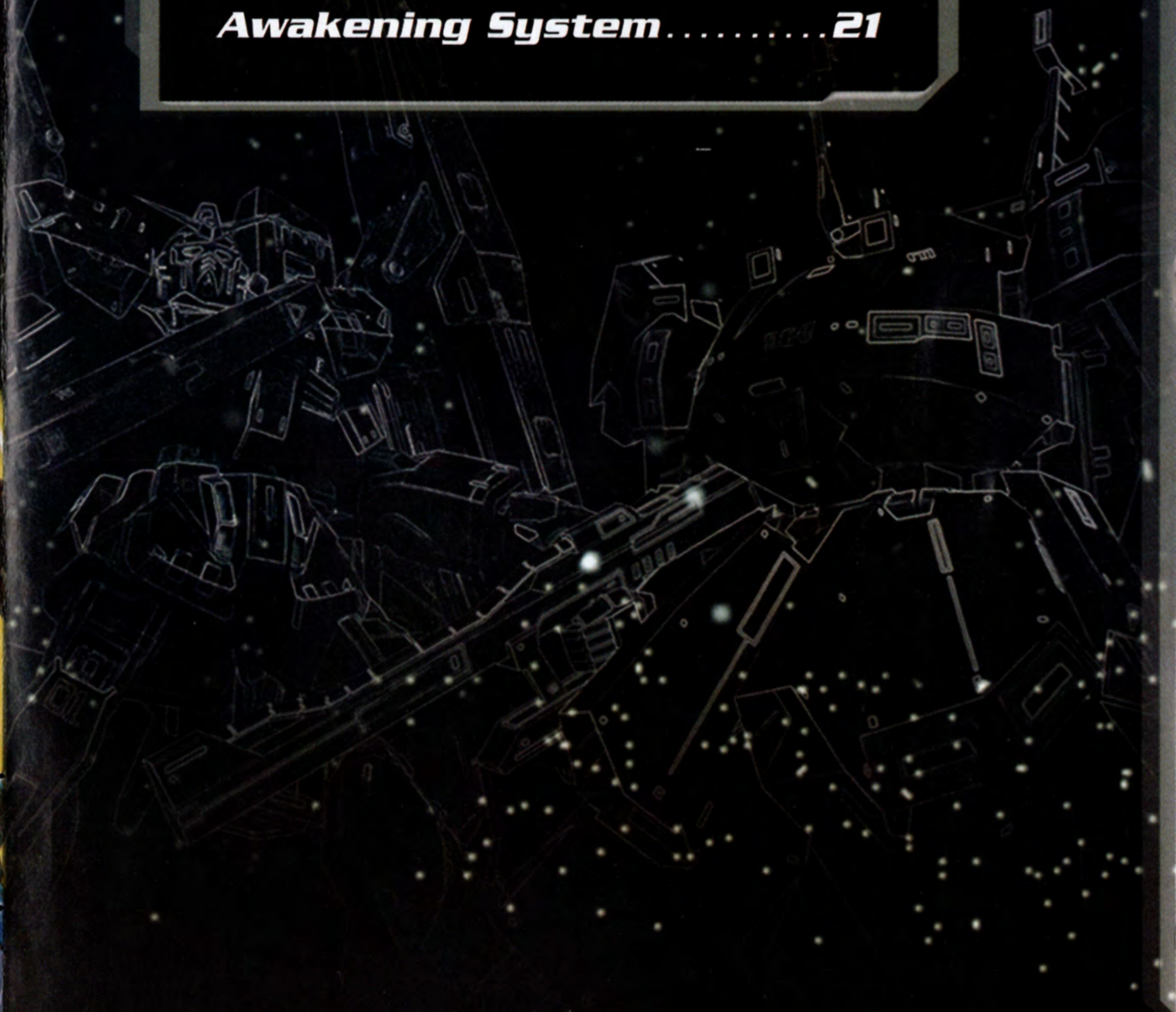

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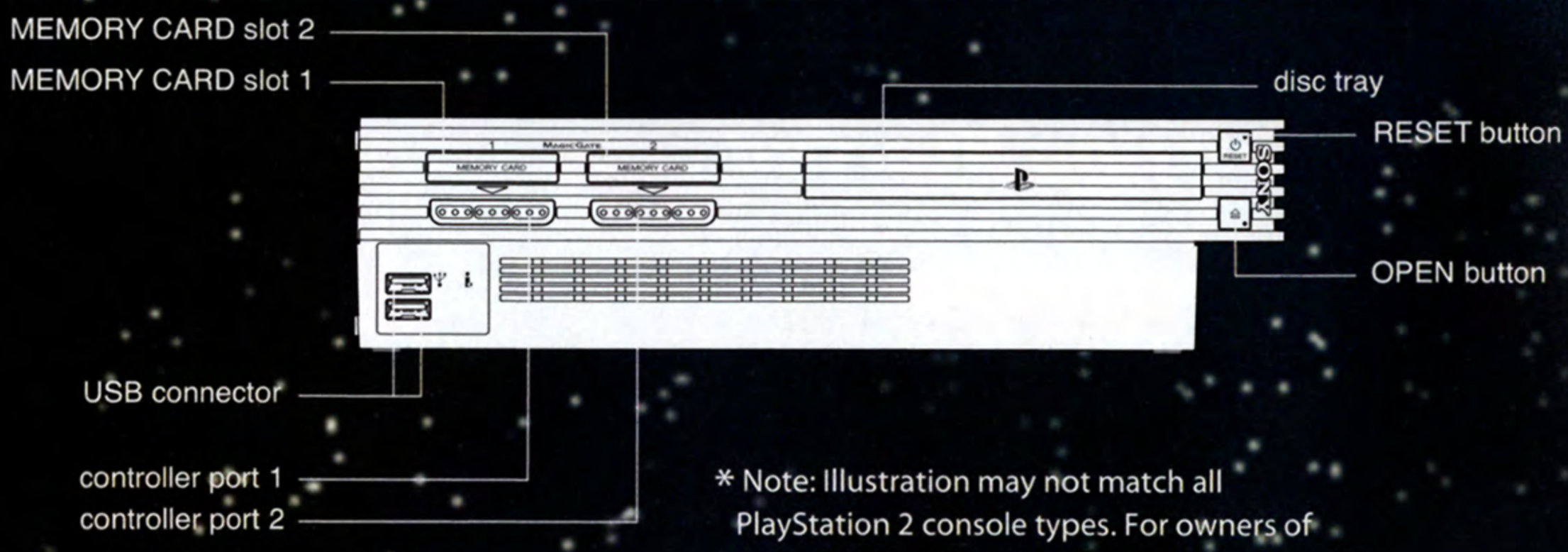
GETTING STARTED

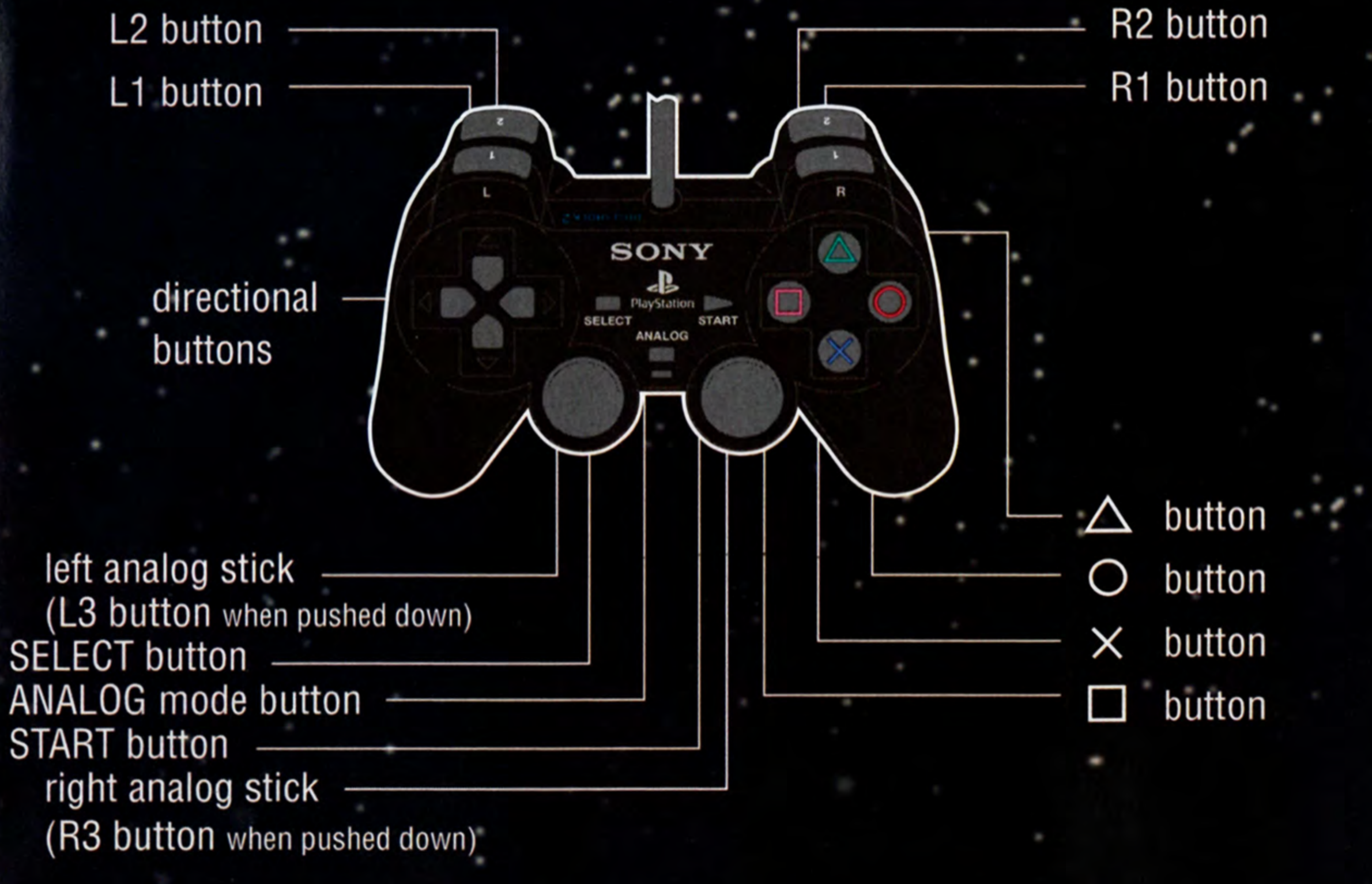


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 Computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Mobile Suit Gundam™: Gundam vs. Zeta Gundam™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* This game utilizes the analog mode on the DUALSHOCK®2 analog controller. It will also work with the DUALSHOCK® analog controller.

Controls

Move/Select Menu Items
Directional buttons

Jump/Confirm
⊗ – Press this continuously to fly up high (consumes Boost Gauge).

Fire + Jump
L2

Evade
Double tap the **directional button** in the same direction (all 8 directions) to dodge both shots and slashes.

STARTING UP

Air Dash
While jumping, double tap the **directional button** in the same direction to air dash (consumes Boost Gauge).

Shoot
□ – When the Target Lock turns red, FIRE!

Sub-Weapon Attack
R1 or □ + △

Close Combat Attack/Cancel
△ – When you get close...SLASH!

Special Melee Attack
R2 or △ + ✕

Change Target
○ – Switch the Target Lock to a different enemy.

Transform
Mobile suits with this ability can transform by double tapping the **directional button** in one direction while holding down ✕ (consumes Boost Gauge).

Orders/Awakening
L1 – Change ally orders; to awaken, double tap L1.

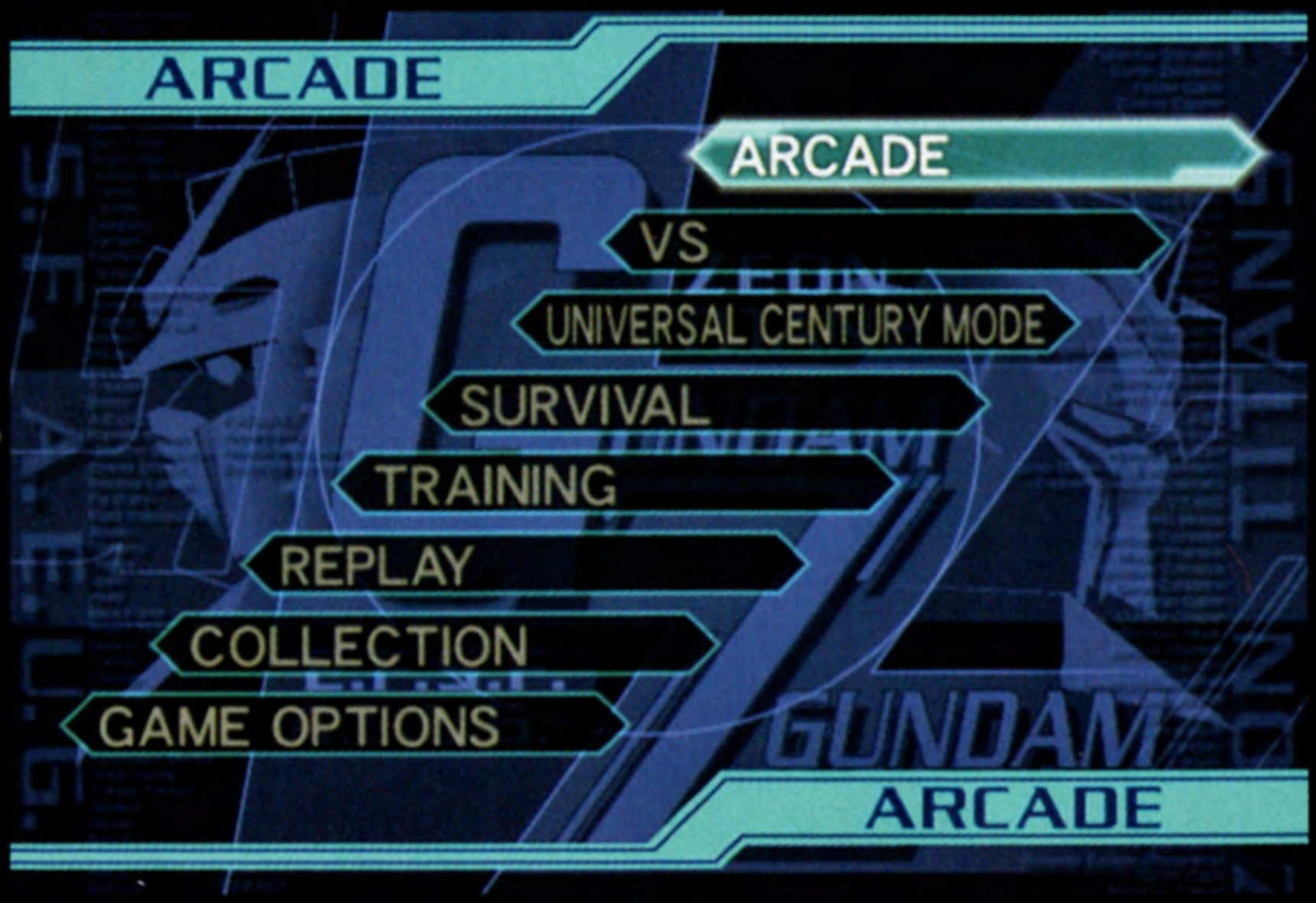
The button settings above are default. The in-game tutorial also assumes default button settings. Change the button settings in "Options" under the Main Menu (see p. 17) or "Button Settings" while the game is paused.

* During the game, press the **SELECT** and **START buttons** simultaneously to return to the Main Menu.

* During Universal Century Mode, only controller port 1 may be used.

GAME PLAY

Main Menu



Press the **START button** during or after the opening movie to get to this screen.

Arcade Mode

Clear stages in order. Can be played 2-player, Versus or Cooperative. Shoot down strong enemies, and clear all the stages!

1. **Select your army.** The blue side is Federation/AEUG, the red side is Zeon/Titans!
2. **Select Mission Route.** Some routes are harder than others.
3. **Input your pilot names!** If you select "Random," you can play with pilots who appear in the anime!
4. **Choose your mobile suits.** Choose from ground and space types!
5. **Choose Awakening type!**
   Choose between "Assaulting," "Recover" and "Mobility" for what Awakening type you want and begin the battle!
6. **Launch mobile suit.**

GAME PLAY

VS Mode

This mode allows up to 4 units to fight each other at the same time. Play timed matches against enemy units! If you plug in a second analog controller, you can play either with or against a friend! Or, you can play alone with a CPU partner against two enemies!

Cooperative Play

If both players choose units from the same side, then you will play cooperatively. Combine your strength to fight to the end!

Versus Play

Fight against each other by choosing units from different sides. For an added challenge, you can play a 1 vs. 2 or 1 vs. 3 match!

Preparation Screen

Player Select

Use the **directional buttons** to move the cursor over the unit you want and select by pressing ⊗.

Army ⇨ Player ⇨ Mobile Suit ⇨ Power

GAME PLAY

Select each in turn by pressing ⊗. You can select "Cancel Launch" to prevent a unit from being deployed. If the player does not select anything, "Auto-Select MS" will randomly select a MS for the player. "Auto-Select" to choose at random from all mobile suits. "Auto-Select MS" will not choose Mobile Armor. Changing your LV value can come in handy. The higher the LV, the stronger you are.

You can also just sit back and watch by setting all mobile suits to be CPU-controlled. While watching, use ○, △, □, ⊗, L1, R1 and **directional buttons** to change the camera angle.

If you deploy by pressing □ when READY is selected, the Battle Gauge and Timer won't go down, so you can keep watching as long as you want!

Stage Select

Select your stage.

There are some mobile suits that cannot be deployed on certain stages, so be careful.

You have 3 choices for Random Stage:

1. **Auto-Select** – Chooses from all stages
2. **No Zero G** – Chooses from Ground Stages
3. **Non-Space Only** – Chooses from Non-Space Stages

Change Pilot Name

Modify your pilot's name.

Rule Set-Up

You can change Rule Set-Up by pressing the **SELECT button** on the preparation screen.

Ready

Select this, and the battle will begin!

GAME PLAY

Replay Mode

This mode allows you to watch Replay Data stored from Versus mode. Select the replay data you would like to watch, then press ◎ to play it back. During the playback, you can select "Return to Replay" from the pause menu.

You can choose to replay from the Battle Report after Versus Mode.
△ – Playback*
START button – Store Replay Data**

* If you end the battle from the pause menu, data cannot be saved
** Each set of replay data requires 121 KB of free space on a memory card (8MB) (for PlayStation®2).

Edit Comments

□ – Create comments for your replay data. Record the contents of the battle for reference, etc.

Universal Century Mode

This mode follows the history of the Universal Century (UC), allowing you to change history and explore new possibilities! For 1 player only.

In order to reveal hidden possibilities, you must transcend time, become various pilots, and explore many different battle outcomes! Can you change the past and seize a new future?

GAME PLAY

Chronology Display

The main screen for Universal Century Mode. The military history of the influential pilots that you select will be laid out as a timeline.

Choose your mission!

Select your mission, and relive these pilots' battles for real! Find out the mission's difficulty based on color.

- **Easy**
- **Normal**
- **Hard**

* Use the **left analog stick** to move the cursor more quickly.

Select Mobile Suit

After choosing your mission, choose your mobile suits. Deploy the best mobile suit for the stage and its win/loss conditions!

For mobile suits that equip multiple weapons, you can choose their weapons in the mission briefing!

GAME PLAY

Open Routes

If you clear the mission, new missions will appear on the timeline, opening new routes! If you open a route, you will get more mobile suits and pilots to use!

History Change Points

Normally, when you clear a mission, a white comment is all that will appear, but watch for red missions that have yellow comments attached. These are "History Change Points."

Discover Possible History Changes

The yellow comments are hints. Try them out on red missions and other routes where important characters debut. Pay special attention to the movements of the mobile suits piloted by important characters. You may realize places in battle where history can be changed!

If you meet the right conditions, history will change! If you succeed at changing history, green routes and blue comments will appear! See these "new timelines" for yourself!

Fine-Tune Mobile Suits

In difficult missions, you'll have to find ways to upgrade your mobile suits! Try pressing the ▣ at the Mobile Suits Select Screen. Use the "Battle Points" you get after completing a mission to upgrade your mobile suits! You can increase not only Attack Power and Defense Power, but also Stamina and Remaining Ammo by up to 4 levels!

View Results

View results from the menu screen. Press the **START button** at the Chronology Screen to bring up the menu.

- **Results** - Check your records and achievements.
- **Load/Save** - Load or Save your game.
- **Save and Finish** - After saving, return to the Main Menu.

Save Your Battle Points

You can acquire points after battle to buy or tune mobile suits, but if you spend them right away, you may end up with low-cost mobile suits and non-upgraded mobile suits. Waiting for the direst of circumstances to spend your Battle Points is the sign of a true ace!!

GAME PLAY

Survival Mode

This mode challenges you to see how many stages you can clear, and can be played 2-player cooperative mode.

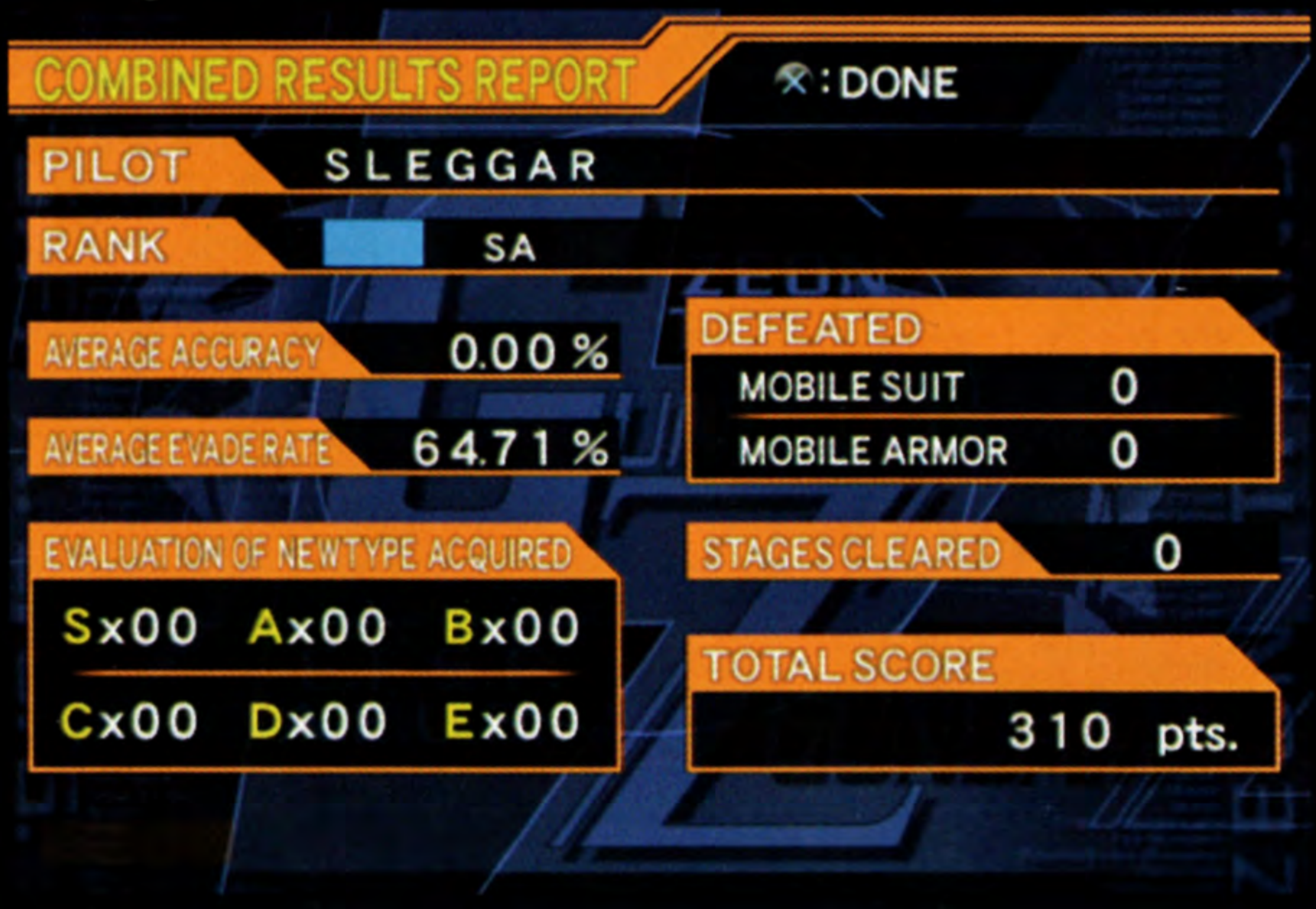
How long can you survive? Test your limits! Your Battle Power recharges when you clear a stage. Normally, when you clear a stage your gauge recharges by 100. However, when you clear an Enemy Ace Stage, it recharges by 300! This is a chance to regain all your Battle Power (Enemy Aces appear every 5 stages).

Survive Together!

Face this challenge together with Cooperative play (but not Versus Mode). Work together to keep winning!

Records

Once you finish, your records are displayed.



Ace Pilot Rank!

Fight through Survival Mode! Even if you clear a stage, your Battle Power gauge will carry over. Not only do you have to keep from being shot down, but you will also have to be very careful to keep your allies from being destroyed! Plan for the fact that you

GAME PLAY

recover 100 Battle Power points when you clear a stage, and 300 points every 5 stages! If you use the fact that your own Stamina recharges when you clear the stage, you will learn how to support your friends, and become a true pilot!

Training Mode

Use the Training Mode to learn to use your mobile suit. Can be played with 2 players.

Damage Display

Amount of damage dealt to enemies is shown in the upper-right portion of the screen.

Rule Set-Up

You can select these from the Rule Set-Up Menu:

- **CPU Function**
- **Ammunition**
- **Attack Power**
- **Awake Gauge**
- **Awake Length**

* You can also enter Rule Settings from the Preparation Screen.

GAME PLAY

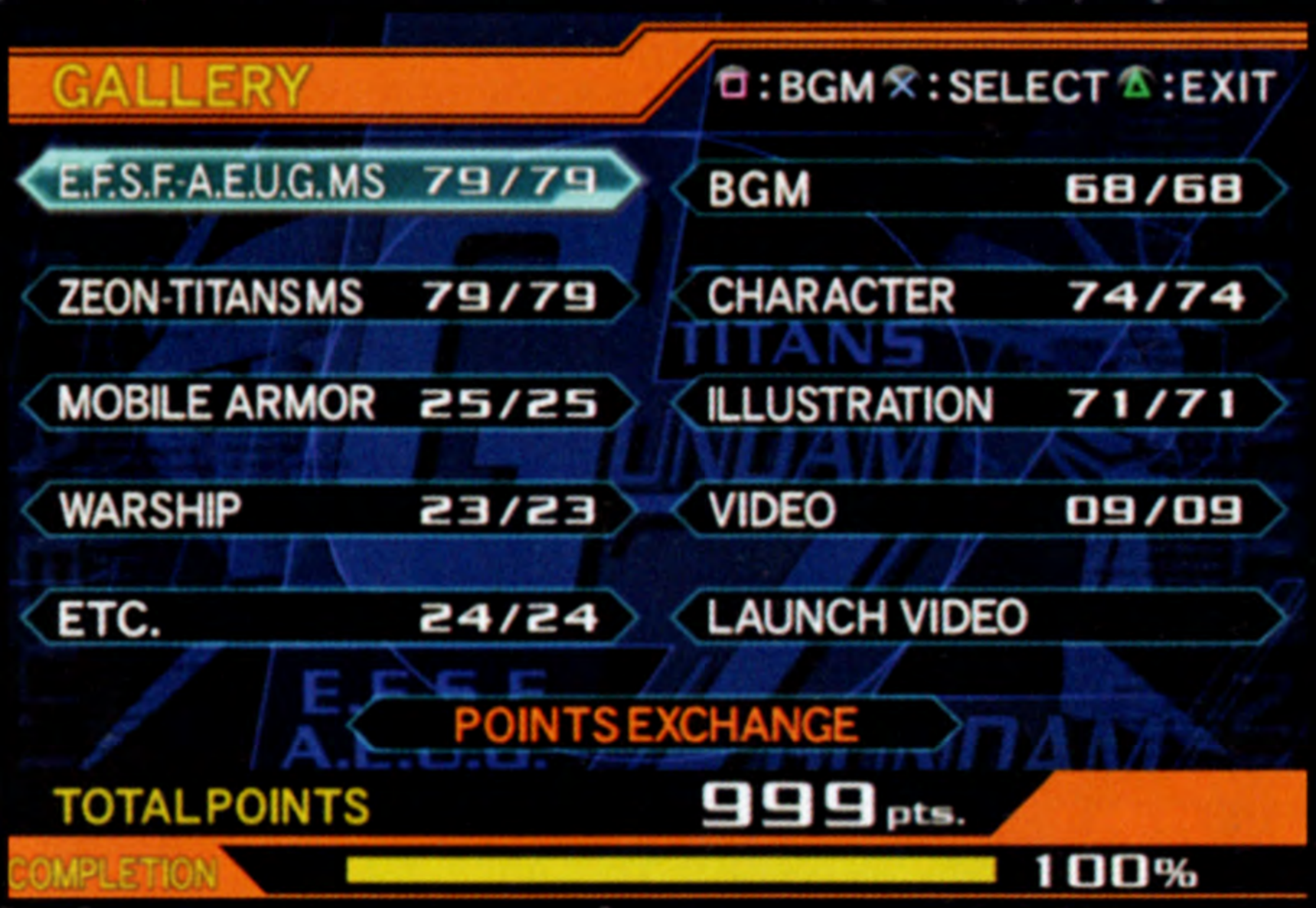
Ending Training

When you are done training, select "Return to Prep Screen" from the Pause Menu.

Test out Mobile Suits

Since you can take over control of any mobile suit, you have the opportunity to test out mobile suits you've never piloted! Furthermore, you can test your skills at "Awakening" and its potential battle strategies!

Gallery



View items you have collected during the game. In this mode, you can view the items that you have bought over the course of the game with the Gallery Points that you receive during play.
Try to get the complete list of items!

GAME PLAY

Obtaining Items

Get Points

You can amass Points by playing through the other modes. When you return to the Menu Screen, your score is added to your Gallery Points. (Your completion ratio in UC mode has no effect on your Gallery Points)

Buy Items

Once you've amassed enough points, buy items in the Gallery's "Points Exchange" screen! The various categories include Mobile Suits, Characters, BGM, and Illustrations.

Take a look at the items you've acquired in the Viewing Screen! Display all the items you've acquired at a glance.

* See page 16 about Launch Video

In the Viewing Screen, you can change the item viewed by pressing L1 and R1.

Reveal Hidden Elements

By selecting "Benefits" in the "Points Exchange" screen, you can make hidden elements appear during the game. Amass Points to gain all sorts of Benefits. You can get certain benefits by meeting special conditions! Play around with different modes to try to discover them!

Secret Containers

For Secret Containers on the Points Exchange screen, what you get is completely based on luck! There are three types: "MS", "MA/Warship" and "Variety." Buy a container from the category of your choice!

* Change the container category with L1/R1.

There's a chance you may get an extremely high-grade item! Like captured-color mobile suit, there are also some items that you can only get from Secret Containers!

GAME PLAY

Launch Video

Watch the Mobile Suit Launch Video in the Viewing Screen. Choose the contents of your Launch Video. You can choose any Mobile Suits, Pilots, or Operators you've obtained in Gallery Mode.Press the **directional buttons** up and down to choose the category, then left and right to make your selection.

Press ◉ to play the Launch Video!

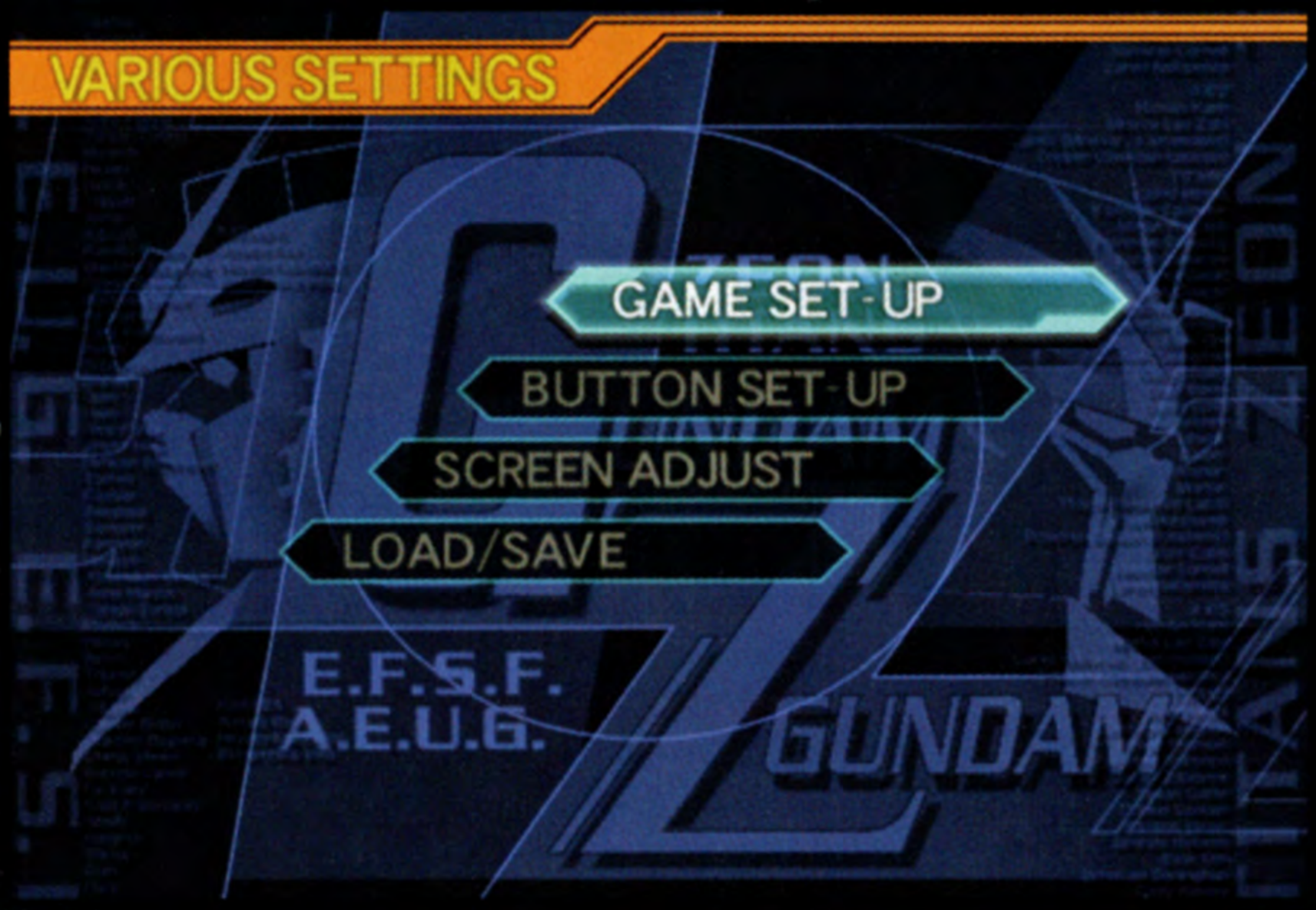
* For combinations that say "CAN'T LAUNCH," you cannot view the Launch Video.

Ace Pilot Rank!

Amass Total Points. Each mode in the game will add to your Total Points! Your points will be based off the score you've obtained in the game. Try out all of the game modes, and aim for a high score. When you fight, keep elements from the after-battle report, "Number of Kills," "Accuracy Rate," "Dodge Rate," "Mission Completion Time" and "Awakening Bonus" in mind. Then you'll definitely get a high score after battle!

GAME PLAY

Game Options



Change your in-game settings or save/load data.

Game Set-Up

- **Difficulty** - Adjust the game's difficulty (Arcade/Survival)
- **Damage Level** - Adjust the power of attacks (Arcade/Versus/Survival/Training)
- **Timer** - Change the time limit. (Arcade/Versus/Survival)
- **Awaken Gauge Gain** - Adjust how easy it is to build up Awakening Gauge. (Arcade/Versus/Survival/Training)
- **Awaken Length** - Adjust how long the effects of the Awakening last. (Arcade/Versus/Survival/Training)
- **Sound Volume** - Switch between Stereo/Mono, and adjust the volume for SFX, BGM, and Voices.

GAME PLAY

Button Setup
Change your button settings.

Screen Adjust
Adjust screen position or view a color sample.

Load/Save
Load/Save data on memory card (8MB) (for PlayStation®2)
(at least 230 KB free space necessary)

- **Load** – Load System Data
- **Save** – Save System Data

* In order to save data you need a memory card (8MB) (for PlayStation®2) with at least 230 KB of free space.

* While data is being saved, please do not press the MAIN POWER switch, the RESET button, or remove the memory card (8MB) (for PlayStation®2). This could result in loss of data.

* When you overwrite data, your previous data will be lost. Be careful of this.

* Only one set of data can be recorded on a single memory card (8MB) (for PlayStation®2).

READING THE SCREEN

When you destroy an enemy, the enemy team's gauge will be reduced according to that unit's Cost! Get the enemy team's Battle Power Gauge to zero!

If your own team's Battle Power hits zero, you lose! Shoot down your opponent's high-cost mobile suit to bring down their Battle Power quickly!

* For more details about Cost, see p. 22

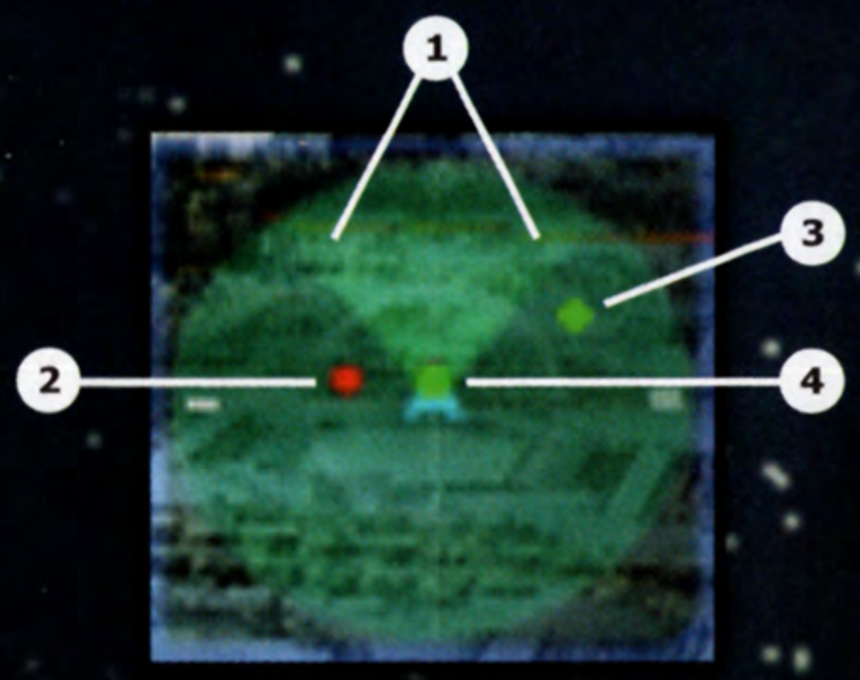
Reading the Screen

1. Battle Power Gauge
2. Mission Time
3. Radar
4. Awakening Gauge (p. 21)
5. Enemy Battle Power Gauge
6. Enemy Armor
7. Enemy Lock-On Warning
8. Orders at Present
9. Target Site
10. Remaining Armor
11. Order Details
12. Information
13. Boost Gauge
14. Primary Weapon Remaining Ammo
15. Sub-Weapon Remaining Ammo

READING THE SCREEN

Reading the Radar

1. Player's Field of Vision
2. Enemy Mobile Suits
3. Allied Mobile Suits
4. Player



Sending Orders to Allies (Arcade Mode only)

1 player can change orders to allied CPU

- **Normal**
- **Focus on Far**
- **Focus on Near**
- **Focus on Backup (B-Up)**
- **Focus on Hide**

* Press L1 to change basic orders to allied mobile suits

When your Awakening gauge is full, double tap L1 to Awaken.

AWAKENING SYSTEM

Dealing damage to enemies and taking hits fills up your Awakening gauge! When it hits MAX, you can Awaken! Use the Awakening system to call up amazing powers!

During Cooperative Play, both players need to simultaneously double tap L1 to Awaken! When the first player presses it, the "Let's go!" window will call for the Awakening. When the second player is called, double tap L1. Choose from three types of Awakenings:

Assaulting
With this Awakening, your attack damage will increase by a significant margin, and you won't stumble when you take damage! This Awakening will result in a short-term, decisive battle, so don't let the right timing slip away! You and your allies' mobile suits will get a huge increase in Attack Power! Smash your enemies all at once!

AWAKENING SYSTEM

Recover

No matter how many times you or your companions are shot down, you can come back to life! Immediately following the resurrection, your defense power will go up, so use that time wisely!

* After being revived, parts of your mobile suit will be damaged, and there will be some limits to specific maneuvers you can perform. This is invoked automatically. Recover immediately after being shot down; don't give up until the very end!

Mobility

This Awakening type gives you a continuous speed-up so that you can attack and defend more easily. This Awakening sticks around for a long time, so use it to seize the initiative during the battle! This gives a big maneuverability boost to you and your allies' mobile suits. Run circles around them with your overwhelming speed!

Battle Power Gauge

One Battle Power Gauge represents a Cost of 600.
The CPU army's gauge total will be 400 (500 during cooperative play).

In a 2 on 1 battle, the 1 person's gauge total is 750.
A CPU-controlled machine's Cost counts as half of normal.

Mobile Suit Cost

Pay close attention to the Mobile Suit Cost! Every mobile suit has a designated cost, and the better the mobile suit's performance, the higher the cost. When riding in a high-cost mobile suit like a Gundam, be prudent in battle; take advantage of its capabilities so as not to get shot down. Conversely, if you have a low-cost mobile suit like a Zaku, you'll have to attack boldly and not worry about taking damage or being shot down in order to compete with the higher-cost mobile suits!

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MOBILE SUIT GUNDAM SEED

シード

SURVIVAL
FRIENDSHIP
A WAR HANGING IN THE BALANCE

available on DVD VIDEO

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